Appl. No. 10/617,599
Reply to Office Action dated December 11, 2007

Docket No. RTN-171AUS

Amendments to the Claims:

This listing of the claims will replace all prior versions, and listings, of the claims in the application:

1. (Currently Amended) A computer implemented method of providing a graphical display for a desktop application, comprising:

providing an application programming interface associated with a three-dimensional graphics circuit module, the application programming interface to process two-dimensional scene graph commands ~~including two-dimensional scene graph object commands and two-dimensional scene graph display commands~~;

generating at least one two-dimensional scene graph ~~object~~ command to create a respective at least one two-dimensional object;

receiving the at least one two-dimensional scene graph ~~object~~ command with the application programming interface~~three-dimensional graphics circuit module~~;

generating two-dimensional scene graph data with the~~a~~ application programming interface~~three-dimensional graphics circuit module~~ in accordance with the receiving the at least one two-dimensional scene graph ~~object~~ command, the two-dimensional scene graph data including the at least one two dimensional object;

storing the two-dimensional scene graph data including the at least one two-dimensional object as part of a scene graph data group in a local memory disposed upon the three-dimensional graphics circuit module, wherein the three-dimensional graphics circuit module is coupled to a central processing unit, wherein three-dimensional graphics circuit module includes a local processor coupled to the local memory;

generating another at least one~~a~~ two-dimensional scene graph ~~display~~ command associated with the at least one two-dimensional object;

interpreting the another at least one two-dimensional scene graph ~~display~~ command with the application programming interface~~three-dimensional graphics circuit module~~; and

24   rendering at least one two-dimensional image on the graphical display with the local

25   processor in accordance with results of the interpreting, wherein the at least one two-dimensional

26   image is derived from the at least one two-dimensional object stored in the local memory.

1   2. (Currently Amended) The method of Claim 1, wherein the generating the <u>another at least one</u>

2   two-dimensional scene graph ~~display~~ command includes:

3   receiving object data associated with a selected one of the at least one two-dimensional

4   object; and

5   associating the object data with the selected one of the at least one two-dimensional

6   object to provide ~~the~~ <u>the another at least one</u> two-dimensional scene graph ~~display~~ command.

1   3. (Original) The method of Claim 2, wherein the object data is provided by a radar system and

2   is associated with at least one of an aircraft and a geographic feature.

1   4. (Original) The method of Claim 1, wherein the at least one two-dimensional object represents

2   an aircraft.

1   5. (Previously Presented) The method of Claim 1, wherein the generating the two-dimensional

2   scene graph data includes generating the two-dimensional scene graph data including at least one

3   of a first two-dimensional scene graph data portion representing a land geography, and a second

4   two-dimensional scene graph data portion representing one or more aircraft.

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1   6. (Previously Presented) The method of Claim 1, further comprising rendering at least one

2   three-dimensional image on the graphical display in accordance with at least one three-

3   dimensional object stored in the local memory.

1   7. (Previously Presented) The method of Claim 1, wherein the two-dimensional scene graph

2   data includes at least one text object, the at least one two-dimensional object includes at least one

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3   text character, and the at least one two-dimensional image includes at least one text character

4   image.

1   8. (Currently Amended) A computer-readable storage medium having computer readable code

2   thereon for providing a graphical display for a desktop application, the medium comprising:

3   instructions for providing an application programming interface associated with a three-

4   dimensional graphics circuit module, the application programming interface to process two-

5   dimensional scene graph commands ~~including two-dimensional scene graph object commands~~

6   ~~and two-dimensional scene graph display commands~~;

7   instructions for generating at least one two-dimensional scene graph ~~object~~ command to

8   create a respective at least one two-dimensional object;

9   instructions for receiving the at least one two-dimensional scene graph ~~object~~ command

10 with the application programming interface~~three-dimensional graphics circuit module~~;

11   instructions for generating two-dimensional scene graph data with the~~a~~ application

12 programming interface~~three-dimensional graphics circuit module~~ in accordance with the

13 receiving the at least one two-dimensional scene graph ~~object~~ command, the two-dimensional

14 scene graph data including the at least one two dimensional object;

15   instructions for storing the two-dimensional scene graph data including the at least one

16 two-dimensional object as part of a scene graph data group in a local memory disposed upon the

17 three-dimensional graphics circuit module, wherein the three-dimensional graphics circuit

18 module is coupled to a central processing unit, wherein the three-dimensional graphics circuit

19 module ~~has~~ includes a local processor coupled to the local memory;

20   instructions for generating a~~a~~ another at least one two-dimensional scene graph ~~display~~

21 command associated with the at least one two-dimensional object;

22   instructions for interpreting the another at least one two-dimensional scene graph ~~display~~

23 command with the application programming interface~~three-dimensional graphics circuit module~~;

24 and

25   instructions for rendering at least one two-dimensional image on the graphical display

26 with the local processor in accordance with results of the instructions for interpreting, wherein

27   the at least one two-dimensional image is derived from the at least one two-dimensional object

28   stored in the local memory.

1   9. (Currently Amended) The computer-readable storage medium Claim 8, wherein the

2   instructions for generating the another at least one~~a~~ two-dimensional scene graph ~~display~~

3   command include:

4   instructions for receiving object data associated with a selected one of the at least one

5   two-dimensional object; and

6   instructions for associating the object data with the selected one of the at least one two-

7   dimensional object to provide the <u>another at least one</u> two-dimensional scene graph ~~display~~

8   command.

1   10. (Previously Presented) The computer-readable storage medium Claim 9, wherein the object

2   data is provided by a radar system and is associated with at least one of an aircraft and a

3   geographic feature.

1   11. (Previously Presented) The computer-readable storage medium Claim 8, wherein the at least

2   one two-dimensional object represents an aircraft.

1   12. (Previously Presented) The computer-readable storage medium Claim 8, wherein the

2   instructions for generating the two-dimensional scene graph data include instructions for

3   generating the two-dimensional scene graph data including at least one of a first two-dimensional

4   scene graph data portion representing a land geography, and a second two-dimensional scene

5   graph data portion representing one or more aircraft.

1   13. (Previously Presented) The computer-readable storage medium Claim 8, further comprising

2   instructions for rendering at least one three-dimensional image on the graphical display in

3   accordance with at least one three-dimensional object.

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1   14. (Previously Presented) The computer-readable storage medium Claim 8, wherein the two-

2   dimensional scene graph data includes at least one text object, the at least one two-dimensional

3   object includes at least one text character, and the at least one two-dimensional image includes at

4   least one text character image.

1   15. (Currently Amended) A radar system for providing a graphical display, comprising:

2   a radar for providing radar data representative of an aircraft, wherein the radar data

3   includes a range, an elevation, and an azimuth position of the aircraft, and wherein the radar data

4   includes a radar-data identifier that associates the radar data with the aircraft;

5   a display processor having a scene graph command generator <u>coupled to receive the radar</u>

6   <u>data, the display processor</u> for generating a two-dimensional scene graph ~~object~~ command to

7   create two-dimensional scene graph data including a respective two-dimensional object

8   representative of the aircraft, and also for generating ~~a~~ <u>another</u> two-dimensional scene graph

9   ~~display~~ command to render on the graphical display a two-dimensional image representative of

10   the two-dimensional object, wherein the display processor includes an association processor to:

11   receive the radar data; and

12   associate the radar data with the two-dimensional object representative of the

13   aircraft;

14   an application programming interface, the application programming interface <u>coupled</u> to

15   <u>receive the two-dimensional scene graph command and configured to generate the two-</u>

16   <u>dimensional scene graph data including the two-dimensional scene graph object representative of</u>

17   <u>the aircraft in accordance with the two-dimensional scene graph command; and</u> ~~process two-~~

18   ~~dimensional scene graph commands including the two-dimensional scene graph object command~~

19   ~~and the two-dimensional scene graph display command; and~~

20   a three-dimensional graphics circuit module coupled to the display processor and

21   associated with the application programming interface, wherein the three-dimensional graphics

22   circuit module includes a local memory disposed thereon and a local processor coupled to the

23   local memory, wherein the three-dimensional graphics circuit module <u>is configured to store</u>

24   ~~stores~~ the two-dimensional scene graph data <u>including the two-dimensional object</u> as part of a

25   scene graph data group in the local memory, wherein the <u>application programming interface is</u>

26   <u>further configured to interpret</u> ~~three-dimensional graphics circuit module interprets the two-~~

27   ~~dimensional scene graph display command~~<u>the another two-dimensional scene graph command</u>,

28   wherein the three-dimensional graphics circuit module <u>is configured to generate</u> ~~generates~~ the

29   graphical display via the local processor in accordance with results of interpretation of the

30   <u>another</u> two-dimensional scene graph ~~display~~ command, resulting in the two-dimensional image

31   on the graphical display, wherein the two-dimensional image is derived from the two-

32   dimensional object stored in the local memory.

1   16. (Canceled)

1   17. (Previously Presented) The system of Claim 15, wherein the radar data is also associated

2   with a geographic feature.

1   18. (Cancelled)

1   19. (Currently Amended) The system of Claim 15, wherein the scene graph command generator

2   is also ~~for generating~~<u>configured to generate</u> a three-dimensional scene graph ~~object~~ command to

3   create a respective three-dimensional object.

1   20. (Currently Amended) The system of Claim 15, wherein the two-dimensional scene graph

2   data includes ~~at least one~~ <u>a</u> text object, the ~~at least one~~ two-dimensional object includes ~~at least~~

3   ~~one~~ <u>a</u> text character, and the ~~at least one~~ two-dimensional image includes ~~at least one~~<u>a</u> text

4   character image.

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1   21. (Canceled)

1   22. (Canceled)

1   23. (Canceled)

1   24. (Previously Presented) The method of Claim 1, wherein the three-dimensional graphics

2   circuit module is a three-dimensional graphics circuit card.

1   25. (Currently Amended) The method of Claim 1, wherein the three-dimensional graphics

2   circuit module ~~generates~~ is configured to render all images on the ~~entire~~ graphical display via the

3   local processor.

1   26. (Previously Presented) The method of Claim 8, wherein the three-dimensional graphics

2   circuit module is a three-dimensional graphics circuit card.

1   27. (Currently Amended) The method of Claim 8, wherein the three-dimensional graphics

2   circuit module ~~generates~~ is configured to render all images on the ~~entire~~ graphical display via the

3   local processor.

1   28. (Previously Presented) The method of Claim 15, wherein the three-dimensional graphics

2   circuit module is a three-dimensional graphics circuit card.

1   29. (Currently Amended) The method of Claim 15, wherein the three-dimensional graphics

2   circuit module is ~~generates~~ configured to render all images on the ~~entire~~ graphical display via the

3   local processor.